**Unity app deployment to the HoloLens**

1. There is a way to setup remoting straight from Unity:

<https://learn.microsoft.com/en-us/windows/mixed-reality/mrtk-unity/mrtk2/features/tools/holographic-remoting?view=mrtkunity-2022-05> .

1. Using the USB-C:

1. Make sure that cardiac is not already on HL. In the main menu, go to all apps (on the right), if cardiac without an icon is there, press and hold on the icon. The menu should pop up: pin or delete. Delete it.

2. Build an app in Unity : **File -> Build Settings -> Build**

2. Open the .sln solution once the app was build in Visual Studio

3. Connect the HL to your PC

4. On the top menu, make sure everything is set to **Release, ARM64, Device**

5. Click **Build -> deploy Solution**.

6. It might ask you for the PIN during deployment. To get it, on The HL2 device go to Settings-> Update & Security -> For developers -> Device discovery -> Pair -> the PIN will appear. Type it in your Visual studio.

7. The cardiac app should appear. In the Main menu click all apps on the right, our will not have an icon.